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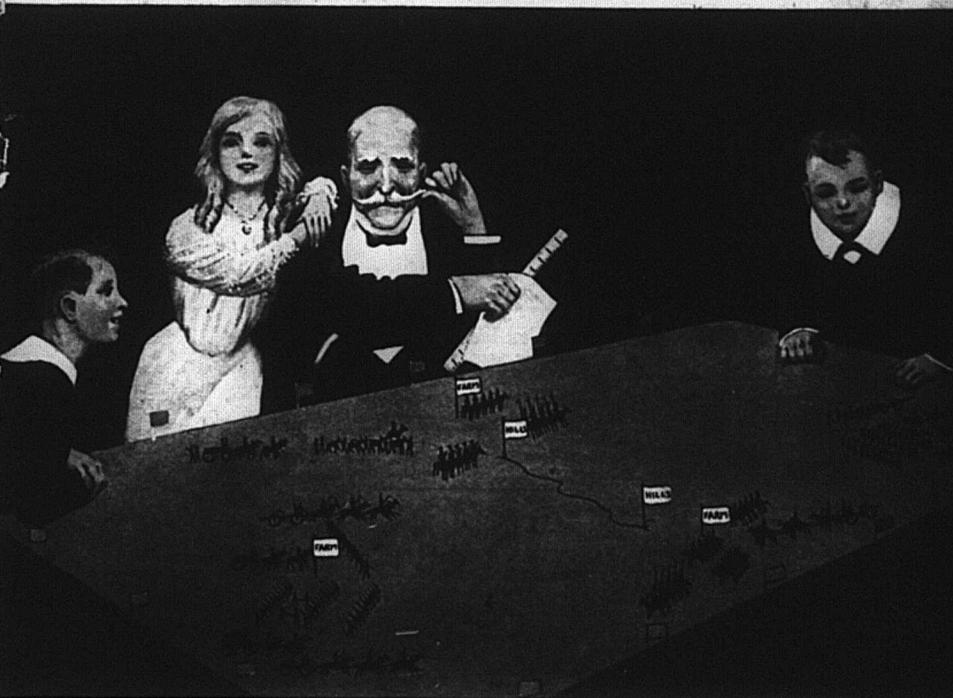
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PREFACE.

DEAR COMRADES,

I say comrades, because we have now fought many campaigns together with our toy soldiers ; you have followed me with great patience, and I have been with you in your efforts ; you have conquered the rules and grasped the idea, and I hope the games you now play are the more interesting for the little trouble you have taken to begin with.

Many of my young comrades play the games like old soldiers, and know all the points and rules without consulting the book. This is how it should be, and they can quickly form their plans and seize upon any advantageous opportunity.

Since the publication of the first edition, which was so well received, I have seen where some further explanation or revision could be made with advantage, and this has now been done.

That you will pass many pleasant evenings during the winter with your War Games, and that playing them as laid down in this little book will enlarge and sharpen your mind, is the sincere wish of

Your Comrade,

THE AUTHOR.

WAR GAMES FOR BOY SCOUTS PLAYED WITH MODEL SOLDIERS.

By a C.I.V.

At the present time there is an ever-increasing demand for toy soldiers. Playing at and with soldiers appeals strongly to our boys, and they will cheerfully save their pennies to purchase another Infantry or another Cavalry regiment and thus make their Army more complete. In the collection of such an Army the boy of to-day is very much better off than was his father or elder brother, as in former years all toy soldiers were made in Germany, and crude and incorrect most of them were, whereas now the Toy Soldier is made largely in England, and is an exact representation of the various regiments of the British Army. The toy shops of to-day furnish us with English, Scottish, Irish, Welsh, and Colonial regiments, not to mention the Navy and Marines, while every branch of the Service is represented—Cavalry, Artillery, Royal Engineers, Infantry, Cyclists, Army Service Corps, and Royal Army Medical

Corps. It can now be truly said that the British Toy Soldiers have defeated the foreign invaders, and driven them out of the country.

That a healthy patriotic spirit now prevails amongst our boys is shown by the popularity of the Church Lads' Brigade and of the Boy Scouts. It is therefore but reasonable to suppose that our boys, when playing with their toy armies, would like to have some fixed and rational idea upon which to base their operations instead of, as in the past, standing up their soldiers in two long lines and pounding away at them until but one man was left standing. Such a game as this is not real war; war, even war in toyland, should be played as if every soldier was alive, and it should be remembered that there are limits to endurance, and that sometimes discretion is the better part of valour. When acting as General Commanding the Army of Toyland, try to imagine that you are commanding live men and horses, and do your best to lead them on to victory, showing due feeling and consideration for those under your command. Try and realise what Lord Roberts and Lord Kitchener felt when in command of all those men in South Africa; think what a great responsibility it must have been, and how well it was carried out.

With all games there are a certain number of rules, but this is perhaps the first attempt to lay down such for the game of soldiers. Here under various headings you will

find simple rules to follow, but where difficulties arise to which the rules do not apply, do as you would do in actual warfare—that is, use common-sense.

RULE I.

WHEN IN DOUBT.

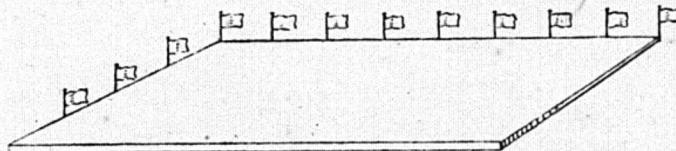
There will be two sides, combatants under General 1 and General 2, and a non-combatant must be appointed to act as Umpire; your father or one of your elder brothers would do, and if they have military experience so much the better. The word of the Umpire is final; should a debateable point arise, both sides must declare a truce, and appeal to the Umpire. No. 1 General states his opinion, then No. 2 does likewise; it now remains for the Umpire to pass his, and whatever he decides must be obeyed.

RULE II.

YOUR COUNTRY, HOW TO MAKE IT MORE OR LESS EXTENSIVE.

The more space you have for operations the better, the whole of the nursery floor, or two or more tables side by side make an excellent battle ground. Once this is settled, the next point is how are we to measure distance. Here is a simple plan. Mark out equal distances on two sides of your table or room with little flags made with pins passed through a piece of paper, as in diagram, or mark the intervals on tape and fix to the table by means of drawing pins.

Now you can call the space between the flags, or the intervals marked on the tape, 5, 10, 15 or 20 miles, just as you like, and you can arrange them anything between 6 inches



to 12 inches apart. Suppose your space one way measures 6 feet, it would be well to have 6 spaces of 12 inches each. Now we may decide that 12 inches equals 5 miles, that will mean you have an imaginary distance of 30 miles.

RULE III.

HOW TO MAP OUT THE IMAGINARY COUNTRY.

Mark some paper "Farm," "Cornfield," "Hill," "Village," "Bridge," "River," etc., cut out into little flags, using pins to stick through them, plant these flags about the table, and map out the country as desired with farms, cornfields, hills, etc. In the example game described further on only Farms and Hills are shown, the object being to make the first game as simple as possible.

A range of hills should be indicated by tape, each end pinned down by the flags, marked "Hills." The same applies to rivers.

When troops occupy a hill they must be placed on the tape. If desired, the hills can be marked various heights; this will affect Artillery considerably, and must be a matter for the Umpire to arrange.

RULE IV.

HOW FAR CAN THE VARIOUS UNITS MARCH IN A DAY?

Infantry 3 miles an hour, limit for one day, 18 miles.

Cavalry 5 " " " " 30 "

R.H. Art. } 4 " " " " 24 "

R.F. Art. } 2 " " " " 12 "

4.7 Guns 2 " " " " Mule Battery and Maxim Guns same as Infantry.

Transport Wagons same as 4.7 Guns.

Ambulance Wagons same as Infantry.

RULE V.

HOW TO MOVE TROOPS A CERTAIN NUMBER OF MILES IN ANY DIRECTION.

Already from Rule II. you will understand how to do this. A foot rule will be necessary, and the General simply states to the Umpire that he wants to move certain troops in this or that direction, and the Umpire will decide if it is possible and measure it out.

RULE VI.

HOW TO COMMENCE THE GAME. OBJECT IN VIEW.

Each Commander establishes his forces at a camp which will be called the base of operations.

The Umpire will decide what the object of the game shall be; for example, the capture of a certain position midway between the two forces, or the destruction of the enemy's base; in any case, there should be some object in view. The Umpire will also give an imaginary time for the game to commence.

RULE VII.

HOW THE COMMANDERS MAY MOVE THEIR FORCES IN SUCH A WAY AS TO OUTWIT AND FORESTALL EACH OTHER.

In real war it is impossible for a General to see at a glance what is happening miles away (which, of course, in playing soldiers on the same table or floor, you can do); he has to make his plans and act, meanwhile sending out scouts to try and obtain information of the enemy's movements. Very often all his plans and calculations are upset by certain movements of the enemy. Now, we desire something of this element of uncertainty to enter into our games, and it is accomplished as follows:—

The Forces occupy their bases.

The Umpire gives particulars (it will be more satisfactory if he keeps a record on paper), giving the time to commence and the object to be achieved.

Now, each General must make definite plans covering an imaginary three hours, these plans he will make known to the Umpire while his opponent is

out of the room. When the Umpire has learnt the plans of both Generals and passed them as possible, he will have both players in and superintend the 3 hours movements exactly as planned. At the completion of the movements the same proceeding will be followed, each General again stating his intentions for the next imaginary 3 hours, while the other General is out of the room. It will be interesting for them to observe each other's position at the end of each period; they will probably think this or that is intended, and will perhaps have to alter their own arrangements. Now is the time for one General to try and mislead the other, such as by sending a strong force of Cavalry to threaten one of the enemy's positions. This would make the other General send a strong reinforcement to the threatened position, thereby weakening some other point. Having achieved this object the Cavalry will double back and join in the general attack upon the weakened point. This kind of thing will cause great excitement and fun, and test the Generalship of the leader. At the end of each movement, when they see each other's positions, it must be considered that this knowledge has been made known by Scouts, etc.

The time only counts when both Generals are operating their troops. When they explain their plans, or the Umpire declares a truce for explanations, this does not count. For example, when operations commence: Imaginary time, 7 a.m., to 10 a.m., there is then an interval to arrange next 3 hours' moves, but when play is resumed the time will be where we left off, 10 a.m.

W.G.

RULE VIII.

HOW TO AWARD POINTS.

The fighting value in points of the various arms:—

Infantry	=	2	points.
Cavalry	=	3	"
Mule Battery,	} each gun	=	6	"
Maxim Gun,		=	6	"
Royal Horse Artillery, each gun	=	8	"
" Field	"	"	"	...	=	8	"
Naval Gun,	=	8	"
4·7 Gun	=	10	"
Each man of escort with guns	=	2	"

An extra point can be claimed for each man if in a strong position, such as upon a hill, etc. This applies to all arms. If Cavalry are placed upon a hill points count same as Infantry.

Ambulance Wagon	= 6 points	} Not fighting
Ambulance Staff,		
each man...	... = 2 , ,	See note below.

The Ambulance points can only be used to reclaim troops put out of action; if the total ambulance points = 20, the ambulance will reclaim troops equal to 20 points, and must hold them for not less than six hours, when they can leave to join the fighting force again. The ambulance must be within 3 miles of the fighting to reclaim men.

The total strength of Ambulance must not exceed $\frac{1}{6}$ of the fighting force to which it is attached, thus if the fighting force equals 100 points, the Ambulance must not exceed 20 points.

NOTE.—In the engagement described further on the Ambulance, Staff, and Wagons are in attendance within three miles of the fighting on each side (see Plan 9), therefore both players could reclaim some of the men put out of action; but as the Ambulance points are equal in each case, it would not make any difference to the final result. In this game, therefore, the Ambulance has not been made use of.

RULE IX.

FOOD SUPPLY. HOW IT AFFECTS THE OPERATIONS.

No war game can be properly played if the food supply is not taken into consideration. It will be assumed that troops carry sufficient food to last 48 hours, and if the operations extend beyond that time it will be necessary to have the Transport within easy reach.

Suppose a force moves off at six o'clock early Monday morning, leaving the transport behind, this force is supposed to carry sufficient food to last 48 hours, that is until 6 a.m. Wednesday; after that time they will be weakened by want of food, and at the end of every three hours, providing the wagons with supplies have not joined them, the umpire will put out of action $\frac{1}{10}$ part of the force, but if the wagons can get in touch during the next three hours the force is saved, and can go on for another 48 hours.

RULE X.

RULES APPLYING TO FLAGS.

If it is desired to destroy a farm, a village, a bridge, or cornfield, the flags marking them must be removed.

RULE XI.

THE STRIKING DISTANCE OF THE VARIOUS ARMS.

The Umpire will consider the troops within striking distance as follows:—

Infantry	1 mile.
Cavalry	2 miles.
Mule Battery	3 "
Maxim Gun	3 "
Royal Horse Artillery	3 "
, Field	,,	3 "
Naval Gun	3 "
4·7 Gun	4 "

The Umpire will deal with them as laid down in the next rule.

RULE XII.

HOW THE UMPIRE WILL ACT WHEN THE FORCES
COME INTO ACTION.

Of course the Artillery will come into action first at 3 or 4 mile range, and one side may be weaker in Artillery

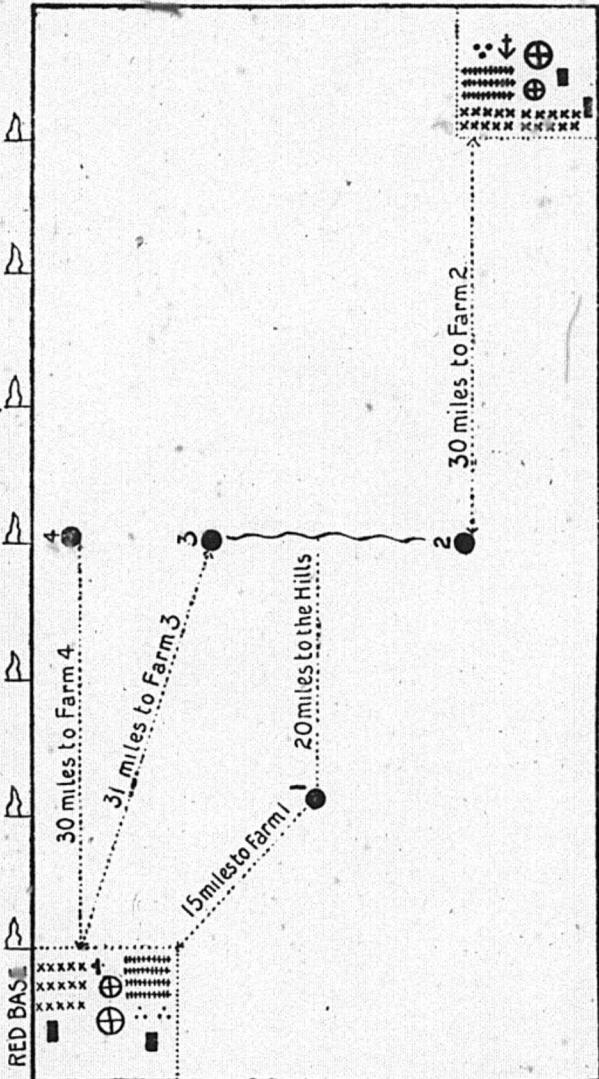
or without Artillery; if this is so the side minus Artillery are losing men without being able to strike a blow. In this case they must advance, if strong enough, to within striking distance or retire out of range. The Umpire must consider position, and allow extra points for a force posted on a hill (see Rule VIII.).

The rule for awarding points will be as follows:—Count the value in points of the forces engaged. Suppose one side in action equals 20 points, and the other side can only count 15 points, there will be a difference of 5 points. The weak force will be put out of action, and the stronger will be reduced an equal number of points, viz., 15, which leaves the victor with a force equal to 5 points.

SPECIAL NOTE.

Heavy Guns, Wagons, etc., cannot pass through flags marking Hills or Rivers, they must go round the hills, and in the case of rivers, if the bridge has not been destroyed (viz., removed) they may cross by the flag marked "Bridge." If the bridge has been destroyed, and there are Engineers with the force, the Umpire will allow six hours in which the Engineers may construct a pontoon bridge, over which the troops may pass.

No. 1. 7 o'clock a.m.



EXAMPLE OF A WAR GAME.

Plan 1. Shows the field of operations, the space at command is 8ft. by 4ft., and in the plan the intervals between the flags represent 10 miles. The plan shows the bases and the troops of each force, also farms and hills. To distinguish between the forces in the illustrations, Red's force is lightly defined, and Blue more pronounced.

Red's force. *How represented in the plans.* *Blue's force.*

4 Infantry Regiments, 10 men in each.	*****	3 Infantry Regiments, 10 men in each.	30
3 Cavalry Regiments, 5 men in each.	xxxxx	4 Cavalry Regiments, 5 men in each.	20
2 Batteries R.H. Artillery, each Battery 1 gun and 5 men.	..	1 Battery R.H. Artillery, 1 gun and 5 men.	5
Mule Battery, officer and 5 men.	..	Naval Gun and Escort, 1 Officer and 8 men.	8
Ambulance wagon.	⊕	Ambulance wagon.	
Army Medical Staff.	⊕	Army Medical Staff.	
Army Service Corps, 2 wagons.	—	Army Service Corps, 2 wagons.	

NOTE.—Any of the above forces are obtainable at any 1st class toy shop.

The Umpire gives out that:—

The general idea is to seize and hold the hills shown in the centre of plan.

That the time will count from 7 a.m.

Now let us commence.

Blue goes out of the room while Red makes his plans (for the first three hours) known to the Umpire, from 7 a.m. to 10 a.m. He has to show where he wants his troops by 10 a.m., conforming to the various rules laid down. Red's plan is as follows: It is his intention to divide his force, sending 1 Cavalry Regiment to Farm 4, 2 Cavalry Regiments to Farm 3, with the Mule Battery in support, and a Transport Wagon with supplies. The remainder of his force he intends sending in the direction of Farm 1.

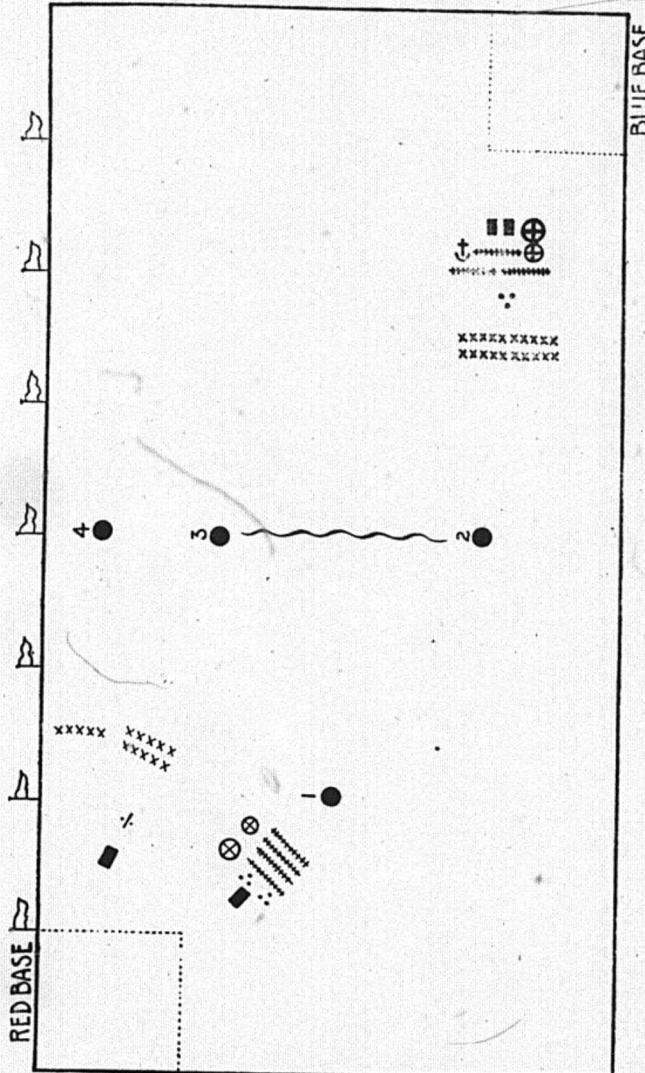
The Umpire makes a note of this.

Red goes out of the room while Blue makes his intentions known to the Umpire. Blue's idea is to push all his force direct to Farm 2, his Cavalry to try and keep the enemy from gaining the Hills.

Both players will now take up positions at their respective bases, and the Umpire will see that they carry out their moves properly, and as arranged.

The Umpire should be provided with a rule and pins to mark out the distances. When the moves are complete, it will be 10 o'clock, and the positions of the troops will be as shown in No. 2 Plan, viz., the Cavalry have moved 15 miles, the Infantry, Mule Battery, Naval Gun, and Ambulance 9 miles, the Royal Horse Artillery 12 miles, and the Transport wagons 6 miles.

No. 2. 10 o'clock a.m.



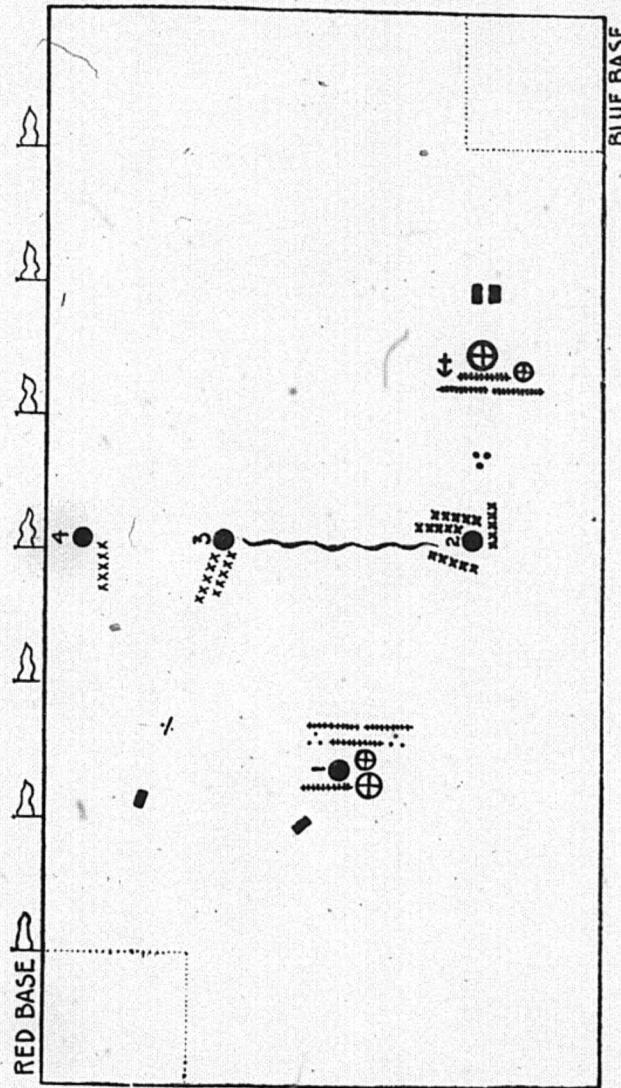
10 A.M TO 1 P.M.

The same arrangement will be followed out.

Red's plans: His Cavalry will reach Farm 3 and Farm 4. The Mule Battery will be 18 miles on the way, while the Transport Wagon will be 12 miles. The Infantry will reach Farm 1, where one Regiment will be left behind as a reserve force, the others pushing on some 3 miles towards the hills.

Blue's plans are simple. Pushing all his force on to Farm 2, the four Cavalry Regiments will arrive there. See Plan No. 3 for the position of troops after they have both made their 3 hours' moves by 1 o'clock.

No. 3. 1 o'clock p.m.



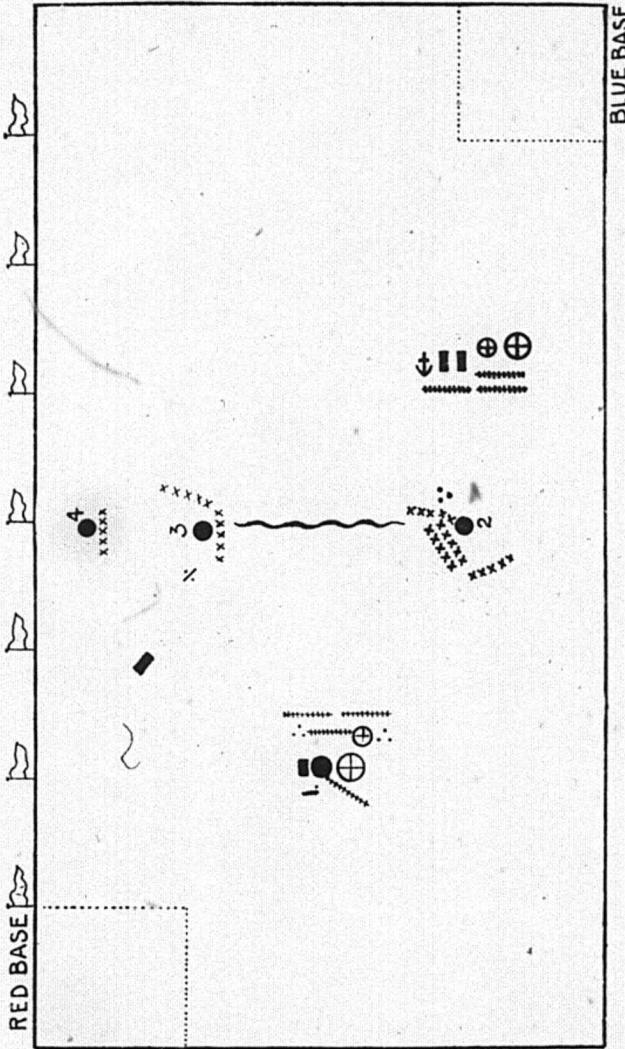
1 P.M. TO 4 P.M.

Both Infantry and Cavalry will have done the limit of marching for one day, so they will now have to rest.

Red's Cavalry at Farms 3 and 4 will rest, making their camp there for the night. The Mule Battery and Transport push on further to reach the camp at Farm 3.

Blue's Cavalry camp at the foot of the hills, where the Battery of Royal Horse Artillery join them. The Infantry, etc., camping 18 miles from the base where the Transport Wagons join them. For positions at four o'clock see Plan No. 4.

No. 4. 4 o'clock p.m.

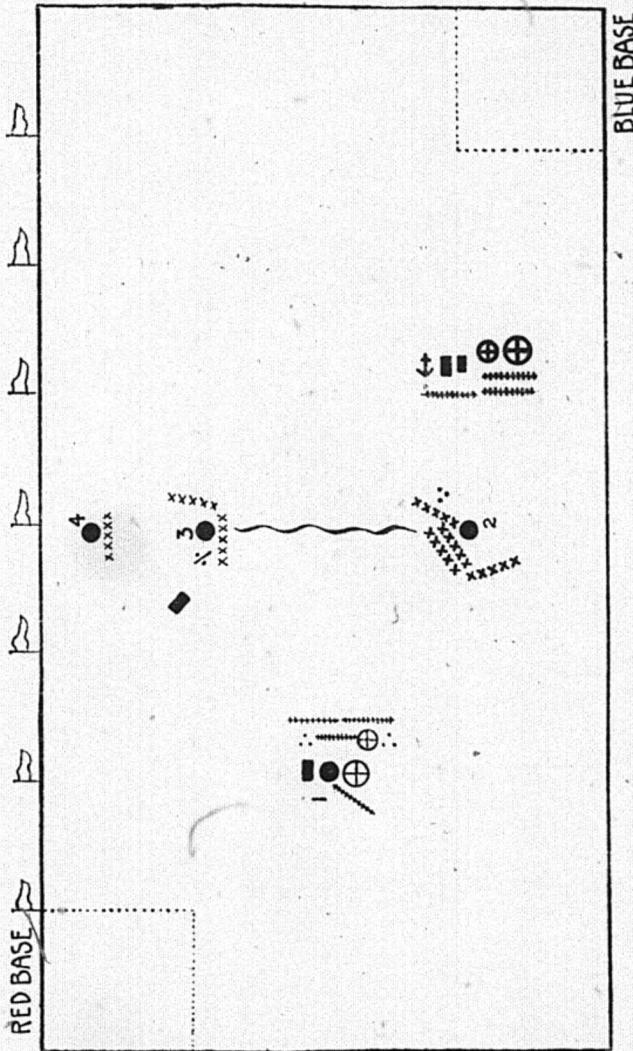


4 P.M. TO 7 P.M.

Red's Mule Battery does the other few miles, and reaches camp about 5.30, the Transport wagon does another 6 miles.

All other troops resting. See Plan No. 5.

No. 5. 7 o'clock p.m.

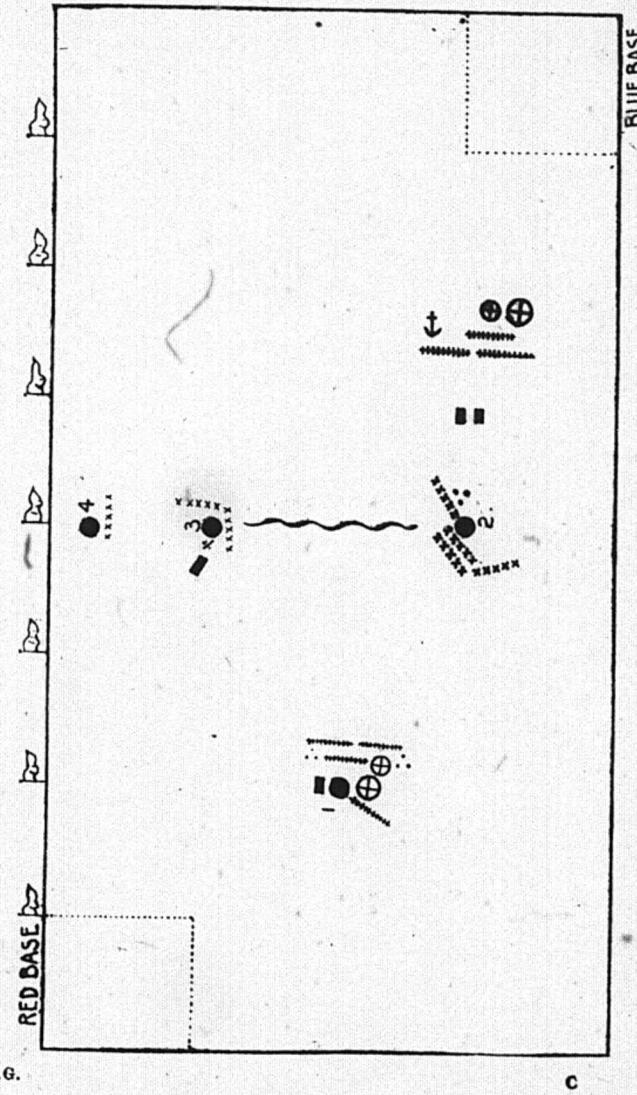


7 P.M TO 10 P.M.

Red's troops still rest; his Transport wagon does another 6 miles.

Blue starts his Transport wagons on to Farm 2. They will be 6 miles on the way by 10 o'clock, see Plan No. 6.

No. 6. 10 o'clock p.m.

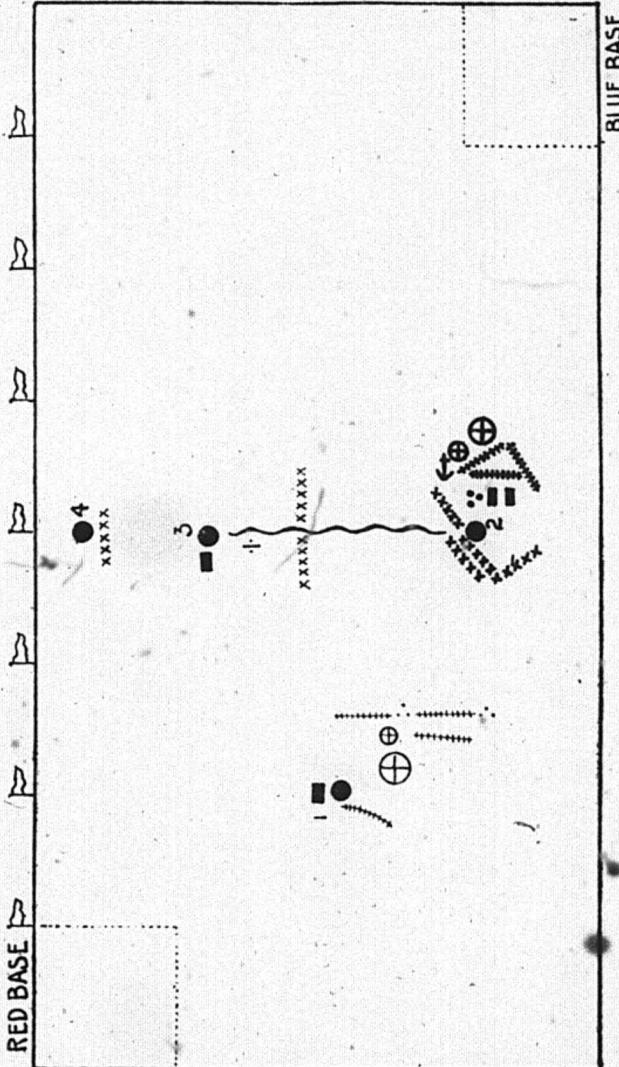


10 P.M. TO 1 A.M. MIDNIGHT.

Red's Transport Wagon arrives in camp at Farm 3 by 11 o'clock. Red decides upon a night march. The 2 Cavalry Regiments left at Farm 3 will move at 12 o'clock one each side of the hills for 5 miles in direction of enemy. The Mule Battery will move along the top of the hills. Most of the troops at Farm 1 will advance to attack.

Blue's Cavalry rest, but he wants the remainder of his force at the front by break of day, as there is 13 or 14 miles to do he gets them on the move by 10 o'clock, and they advance 9 miles by 1 o'clock. See Plan No. 7.

No. 7. 1 o'clock a.m.



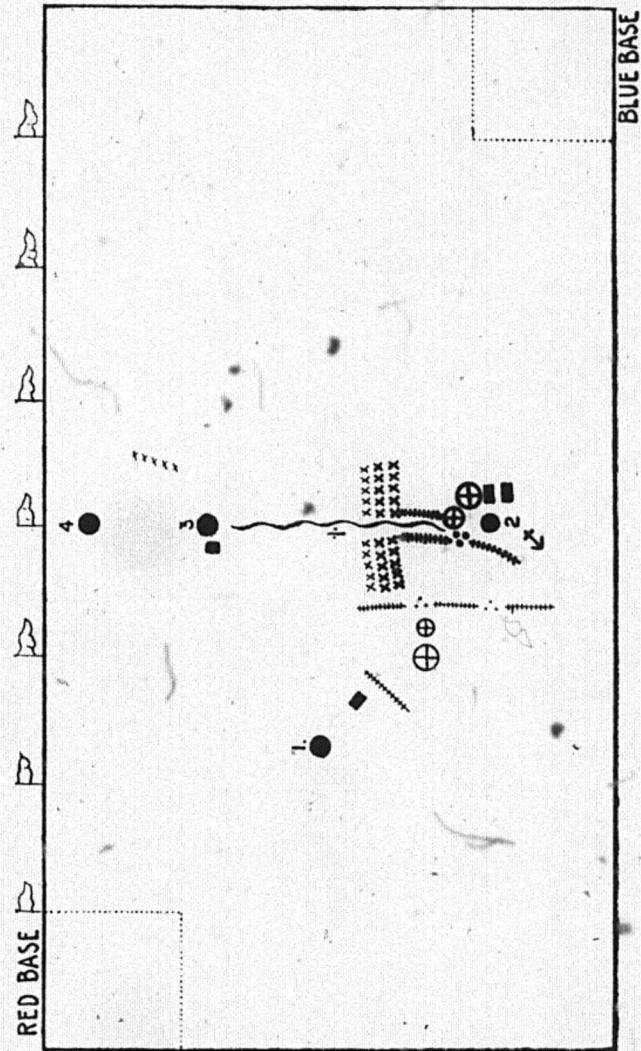
1 A.M. TO 4 A.M.

Red's Infantry force advances 9 miles further. Notice how he advances his right, so that the enemy cannot outflank him, and how his reserve Infantry Regiment moves in support.

The Cavalry at Farm 4 move to Farm 3.

Blue at 1 o'clock realised how Red was sending his Cavalry along the hills, he, therefore, orders his Cavalry to advance at 1 o'clock, 2 Regiments each side of the hills to meet the enemy. The rest of his force reach Farm 2, and the 2 Regiments of Infantry he sends along the top of the hills, the remainder of his force takes up a defensive position at Farm 2, where he is obliged to protect his transport, etc. See Plan 8.

No. 8. 4 o'clock a.m.



4 A.M. TO 7 A.M.

The fighting commences with break of day.

The Umpire will deal with those troops within striking distance of each other. See Rule XII. A glance at No. 8 plan will show how matters stand.

The opposing Cavalry on Blue's side of the hills must fight it out thus:—

Red.

1 Cavalry Regiment, 5 men, 3 points each = 15 points.

Blue.

2 Cavalry Regiments, 10 men, 3 points each = 30 points.

Blue will win by 15 points, which means he retains 1 Cavalry Regiment, equal to 15 points, all the rest of the troops in this engagement, one of Blue's Cavalry Regiments, also Red's Cavalry Regiment, will be put out of action. On the other side of the hills, Red will have the best of it, the Cavalry meet and come into action.

Red has only one Cavalry Regiment, but he has a Mountain Battery on the hills, thus:—

Red.

Cavalry Regiment (5 men) 3
points each = 15 points.

1 Mountain Gun = 6 ..

Escort of 6 men advantageous
position, 3 points each ... = 18 ..

—
+ 39 ..

Blue.

2 Cavalry Regiments (10 men) ... = 30 points.

—
+ 30 ..

Red wins by 9 points; he decides to retain a force thus:

Mountain Gun = 6 points.

2 men = 4 ..

—
10 ..

The winner may claim advantage of an odd point in such a case. The winner, according to points allowed, retains those troops which he thinks most advantageous.

The remainder of the force engaged must be put out of action as follows:—

Red: 1 Cavalry Regiment and 4 Gun Escort Men.

Blue: 2 Cavalry Regiments.

As regards the rest of the force:—

The Infantry are some 4 miles away from each other. Before they can strike they must be some 3 miles nearer; another mile and the guns will be in action.

When the Umpire has finished, awarding points, putting troops out of action, etc., the players will resume as before.

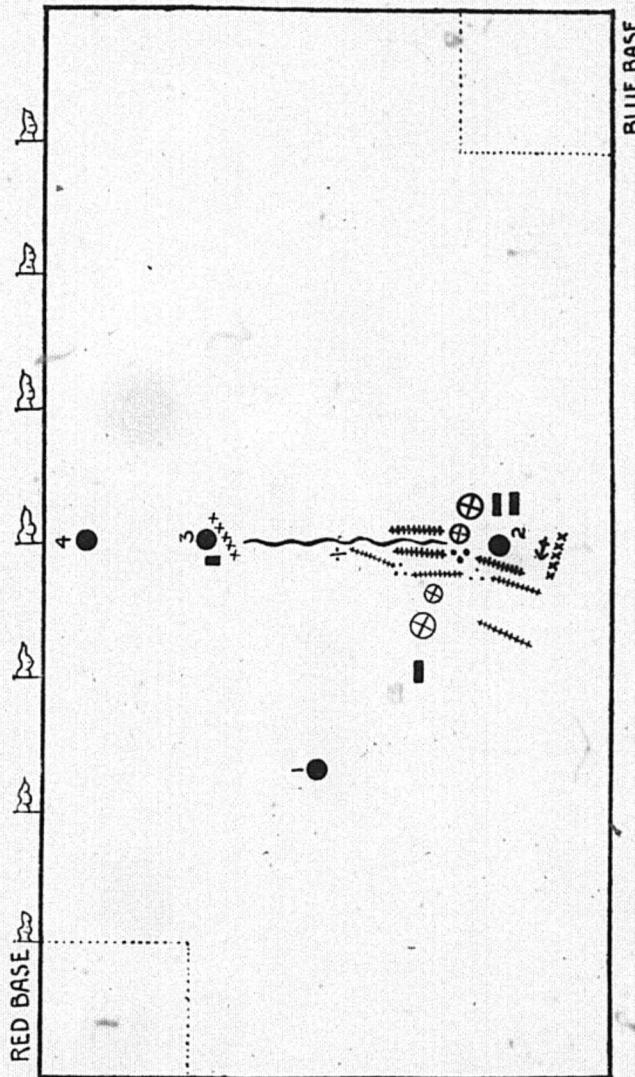
Red's plans will be to move his Cavalry Regiment towards the Hills. His Mule Battery advances to join in the general attack. The remainder of his force advances upon the hills and commences a general action. The reserve Regiment advances 9 miles to the sup-

port of the right flank, which is threatened by the enemy's gun.

The Transport joins the Ambulance Wagon some 3 miles from the hills, the Ambulance staff advance with the fighting line.

Blue sends his only Cavalry Regiment to the left flank, the remainder of his force prepares to resist the attack. For the positions at 7 a.m. see Plan 9.

No. 9. 7 o'clock a.m.



7 A.M. TO 10 A.M.

The Umpire will again decide how the fight goes; let us glance at Plan 9. All the forces are now engaged, Red's left is advancing under cover of the fire from the Guns to attack the enemy on the hills. The Umpire will deal with the attack upon the hills.

Red's Force in points.

2 Infantry Regiments	20 men, 2
points each = 40 points.
1 Mule Battery Gun = 6 ,,
Escort of 2 men in protected	
position, 3 points each	... = 6 ,,
R.H.A. Gun = 8 ,,
5 Men, 2 points each = 10 ,,
Total	... 70 ,,

Blue's Force in points.

2 Infantry Regiments, 10 men in	
each = 20 men
In protected position counts 3	
points for each man = 60 points.
R.H.A. Gun, 8 points.	
Escort of 5 Men, 2 points each	= 18 ,,
10 points
Total	... 78 ,,

Thus Red's attack on the hills will fail, and Blue will win by 8 points; that is, he holds the hills with troops equal to 8 points. He will retain 4 Infantry men at 2 points each = 8 points; the remainder 16 Infantry will be put out of action, and the Red force, 2 Infantry Regiments, Mule Battery, and R.H.A. Gun will also be put out of action.

The result as regards the remainder of the forces engaged around Farm 2 will be

Red.

2 Infantry Regiments, 20 Men,	
2 points each = 40 points.
1 R.H.A. Gun = 8 ,,
Escort 5 Men, 2 points each	... = 10 ,,
Total	... 58 ,,

Blue.

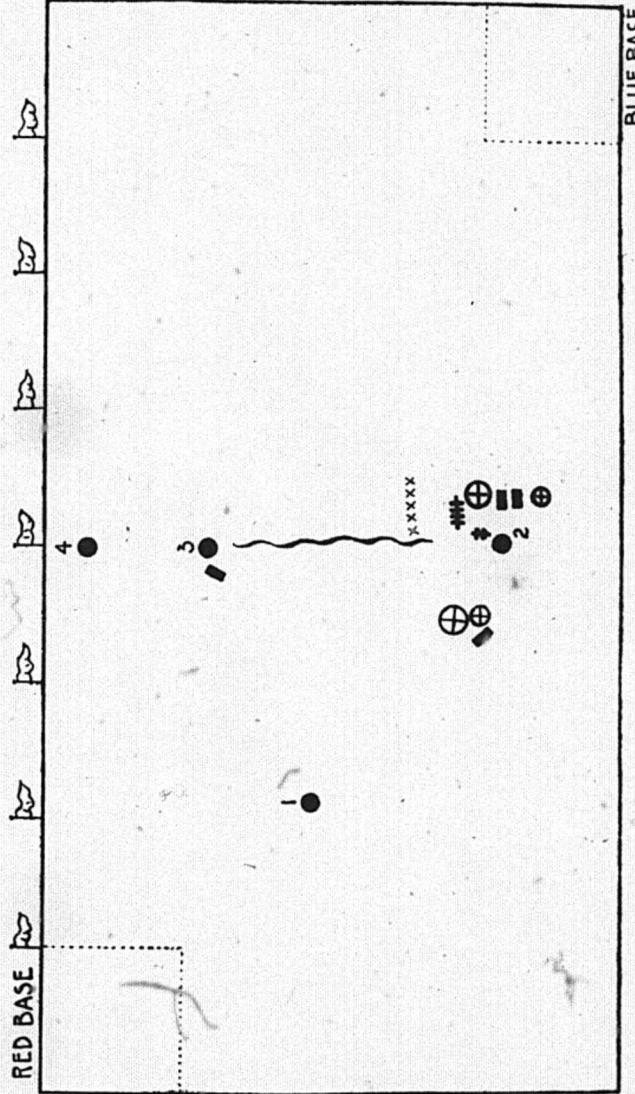
1 Infantry Regiment, 10 Men, 2	
points each = 20 points.
1 Naval Gun = 8 ,,
Escort 9 Men, 2 points each	... = 18 ,,
1 Cavalry Regiment, 5 Men, 3	
points each = 15 ,,
Total	... 61 ,,

Thus Blue has the best of it by 3 points, and he decides to keep 2 Infantry men = 4 points. All the rest of the above forces are put out of action.

Now Red has 1 Cavalry Regiment at Farm 3 which has not been in action. This Regiment advances to attack the remnant of Blue's force.

Blue's force now consists of 4 and 2 Infantry men, 6 in all; these he collects together with his transport and ambulance at Farm 2, where they entrench and fortify themselves to resist the attack of the remaining Red Cavalry. See Plan 10.

No. 10. 10 o'clock a.m.



10 A.M. TO 1 P.M.

The forces are not yet within fighting distance, the Umpire wants to know what Red's intentions are. Red considers the points would be to the advantage of the enemy if he attacks the Farm with Cavalry, so he decides to surround it and starve the enemy into surrendering or fighting him in the open. In the meantime he wants his Transport from Farm 3 to join him, thus Red's total force in points:—

1 Cavalry Regiment, 5 men, 3 points each = 15 points.

Total 15 "

Blue Force.

6 Infantry men = 2 points each in the open, are worth 3 points each in protected position at the Farm, viz., 18 points.

The Umpire would only allow him to stay at the farm a limited time, until supplies are supposed to run out, and as there is no hope of relief Blue decides to surrender, and the Umpire awards the victory to Red who, with 1 Cavalry Regiment, is in possession of the hills, also the enemy's Transport, etc., and 6 prisoners.

NOTE RE TRANSPORT.—The foregoing operations cover 27 hours, and the Transport only plays an important part after 48 hours. See Rule IX.



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